

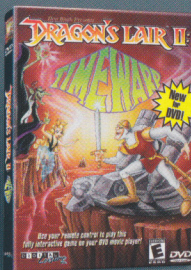
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**Dragon's Lair**



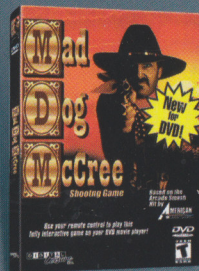
**Space Ace**



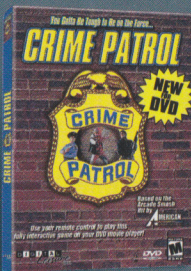
**Dragon's Lair II:  
Time Warp**



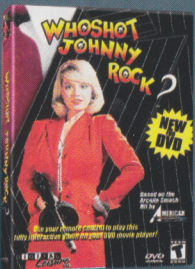
**Time Traveler**



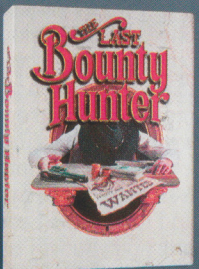
**Mad Dog McCree**



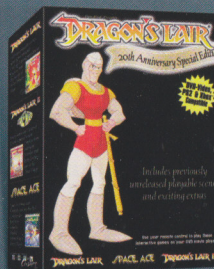
**Crime Patrol**



**Who Shot  
Johnny Rock?**



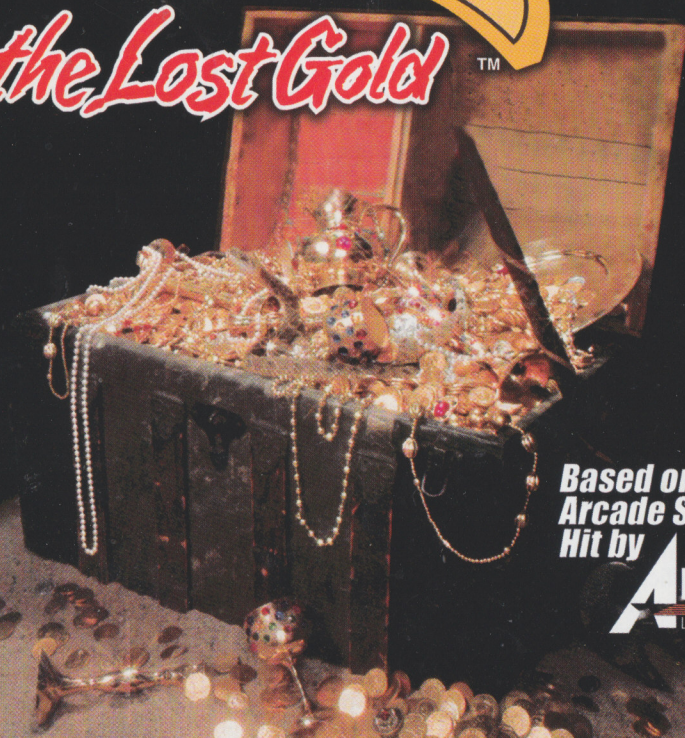
**The Last  
Bounty Hunter**



**Dragon's Lair  
20th Anniversary Edition**

# MAD DOG II

## *the Lost Gold* <sup>TM</sup>



**Based on the  
Arcade Smash  
Hit by**

**AMERICAN  
LASER GAMES**

**DVD  
VIDEO GAME**

An Interactive Video Production By

**DIGITAL  
Leisure  
inc.**



# MAD DOG II

## *the Lost Gold*

**Is a ground-breaking DVD release that allows you to play a fully interactive version of the classic laser-disc arcade shooting game using your controller.**

### THE OBJECT

The race is on! The notorious outlaw, Mad Dog McCree is back and he currently has his eyes set on the infamous Spanish treasure. Your job, stranger, is to find the treasure before Mad Dog can get his hands on it. But it won't be easy. You only have half of the map to the treasure; the Padre has the rest. You're going to have to prove that your intentions are honorable before he'll relinquish the map.

There are three guides who are willing to aid you in your quest. The devious temptress, Buckskin Bonnie, is able and willing to lend a hand, that is, if you can keep her out of trouble. The wise elder, Shooting Beaver, knows a shortcut through Native Country, but you're going to have to save his neck before he'll save yours. The Professor is a gambling quack who doesn't believe that the shortest path between two points is a straight line. He'll get to the treasure safely and he might even teach you about his elixir while he's at it.

Choose your guide wisely, stranger. It could end up being the most important decision you ever make...

### MENUS

To start the game, simply place the Mad Dog II disc in your DVD player. The introduction video will play, which may be skipped by pressing the Enter button. Once the menu appears, you may select one of the choices by using your controller. The options include:

### Play

This menu selection allows you to play the full version of Mad Dog II using your remote to control the targeting of your gun. You will be asked to select "Gimme A Chance" or "Gimme the Gold". The "Gimme A Chance" selection will give you more time to move the gun-sight on the screen before the shot must be made. This difficulty setting may be the only level possible on some DVD players with wireless remote controllers as they typically don't respond as fast as controllers that are directly connected to the device (such as the PlayStation 2).

### Previews

See trailers for current and upcoming interactive DVD-Video game releases from Digital Leisure.

### Exit

Select this option to view the introduction video.

### Troubleshooting

If you are having troubles getting the game started or seeing any video, make sure to switch your TV so that it displays the video from your DVD-Video player. Also, make sure to select the DVD input in your A/V receiver especially when you have a controller that controls several different devices in addition to the DVD player, such as your television or audio system.

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### Disclaimer

Although Digital Leisure Inc. believes this program performs the functions described in this guide, the program is provided "as is" without performance warranties of any kind, either expressed or implied, including but not limited, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you.

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Mad Dog II DVD-Video was authored by David Foster, Paul Gold and Brian Kayfitz at Digital Leisure Inc.

[www.digitalleisure.com](http://www.digitalleisure.com)

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DVD Video	Xbox*	PlayStation** 2
<ul style="list-style-type: none"> <li>• Not region coded (plays in all regions)</li> <li>• This is a fully interactive video game that works on DVD movie players. To play, use your remote control to move the gun sight around the screen and the enter button to fire.</li> </ul>	<ul style="list-style-type: none"> <li>• Digital Leisure game requires the DVD Movie playback Kit to operate on your Xbox.</li> <li>• Not region coded (plays in all regions).</li> </ul> <p>*Digital Leisure Inc. is not associated with Microsoft Corporation. Microsoft Corporation has not endorsed this product. Microsoft and Xbox are trade-marks or registered trade-marks of Microsoft Corporation and/or its subsidiaries.</p>	<ul style="list-style-type: none"> <li>• Not region coded (plays in all regions).</li> <li>• Use your controller to move your gun and fire.</li> </ul> <p>**Digital Leisure Inc. is not associated with Sony Computer Entertainment, Inc. Sony Computer Entertainment, Inc. has not endorsed this product. Sony, PlayStation 2 and PS2 are trade-marks or registered trade-marks of Sony Computer Entertainment, Inc./Sony Computer Entertainment Europe/Sony Computer Entertainment of America and/or other Sony subsidiaries.</p>



# REGISTER NOW!

*You may register this program on-line at <http://www.digitalleisure.com>. We highly recommend you do this so that we can advise you of new program versions, new releases and special offers.*

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## CONTROLS

When in a situation where you need to use your gun, a gun-sight will appear on the screen. Use the directional buttons for the directions left, right, up and down and use "Enter" to fire your gun. There are many variations on the naming and placement of these buttons among different DVD controllers, but the buttons are the same as those that allow you to navigate through the menu; the "Enter" button (sometimes called "Play") will be the button that selects a menu option.

## PAUSING THE GAME

You can pause and resume the game using the "Pause" and "Play" buttons.

## STOPPING THE GAME

Pressing the Stop button will generally stop the game and turn the DVD Player off. Starting the game again (typically by pressing Play) will continue where you left off. In this case, the Mad Dog II disc must be left in the player. To quit the current game and return to the main selection menu, press Title.

## PLAYING THE GAME

When playing Mad Dog II, remember that you must move your gun-sight very quickly when it appears on the screen. This can be done by repeatedly pressing the directional arrows on your controller. When your sight is in the position where you want to shoot, press the Enter button and the sight will change to a bullet hole. If you have shot in the correct place, the game will continue, otherwise you will die.

### Practice/Guide Choices

When the game begins, you will meet the Prospector where you will do some target practice. The target practice moves quickly so do your best; no lives will be lost during this practice. Once the practice is over you will have to take out the villains that surround the stagecoach. You then go into town to get the rest of the map. If you are able to get it, you will have the opportunity to choose your guide. Every guide has a different path for you to take to get the treasure. The treacherous journey you choose must be completed to continue through the game and get the gold! When the gun-sight appears, move it quickly so that it is on top of the person shooting at you, and then press Enter to fire. If your shot is successful, the game will continue and you will have to shoot the next villain.

If the villain continually shoots you, you are either not positioning your sight in

the correct location or you are not pressing Enter soon enough. Try again but position the sight in a different location and make sure you see the bullet hole when the Enter key is pressed. If you find that you are continually dying at a certain point in the game then you know that you must make a move just before this point. Take note of where the shooter is on the screen when you die and next time through, try positioning the sight and firing at that position on the screen. Remember not to shoot the innocent bystanders!

You initially have three lives. Once you have run out of lives you have the option to "Continue" the game from where you left off. However, you will only be given one life, and 7 continues so do your best to navigate through the game carefully.

On some systems when you press a key when the gun-sight is not displayed (which means it's not time for a move yet) you will get a message on your screen saying the key press is not being accepted. This should not affect the game.

To defeat the game, you will have to make your way to the final shootout, where you will eventually face Mad Dog himself. You will have to kill him to complete the entire game.

Typically there will be a short pause in the video whenever a move is made. The duration of this pause varies from machine to machine but currently there is nothing that can be done to eliminate it. We're hopeful that future generations of DVD movie players will be optimized to handle this situation and will eliminate the pause.

All of the scenes from the original game are included in this DVD-Video version.

## HINTS

The following may help you if you find you are getting stuck at certain areas of the game. We suggest you do not read any further in this section until you have played the game and only then if you find you are having trouble getting through a certain area of the game.

When playing any scene that has enemies popping up at random locations, try to recenter your gun-sight after every successful shot you take so that you are in better position to move for the next shot.

When you're rejoined with the prospector much further on in the game you will be placed in front of grassy hill, where the prospector will tell you to "shoot your luck". In fact you are supposed to shoot one of the hidden skulls somewhere on the hill. Look closely as it's hard to find.